

FIG. 1
(PRIOR ART)

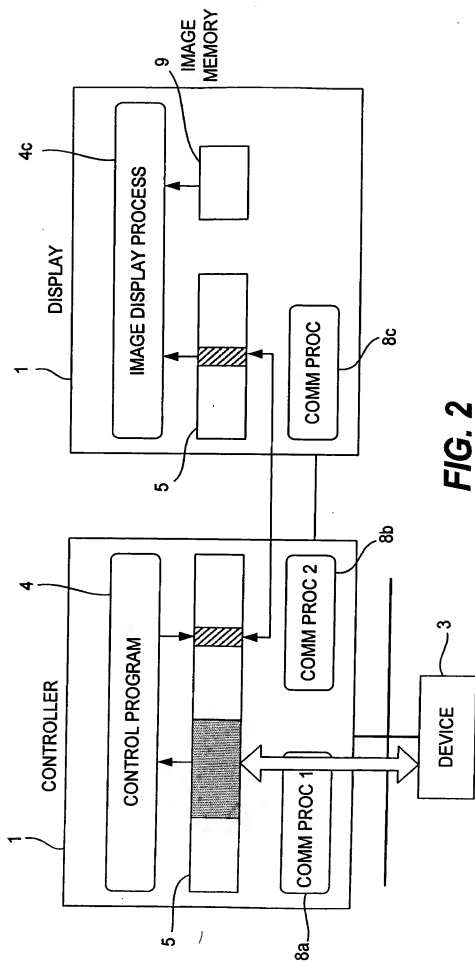
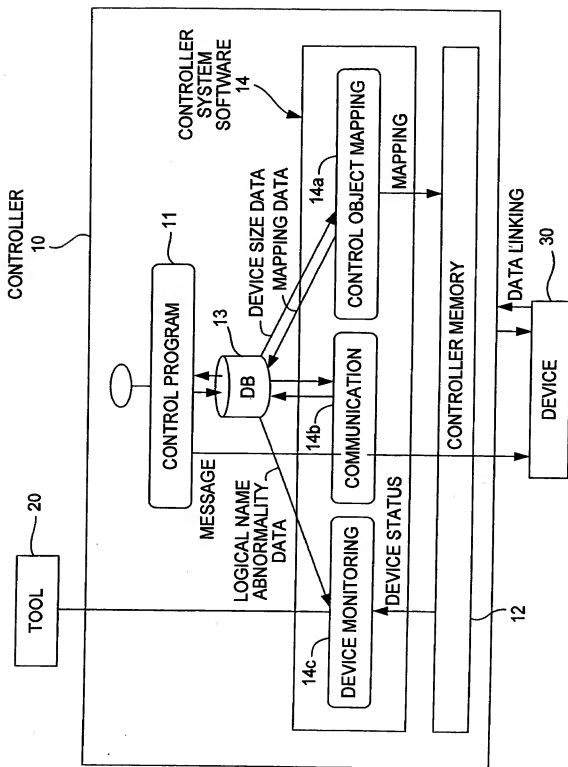
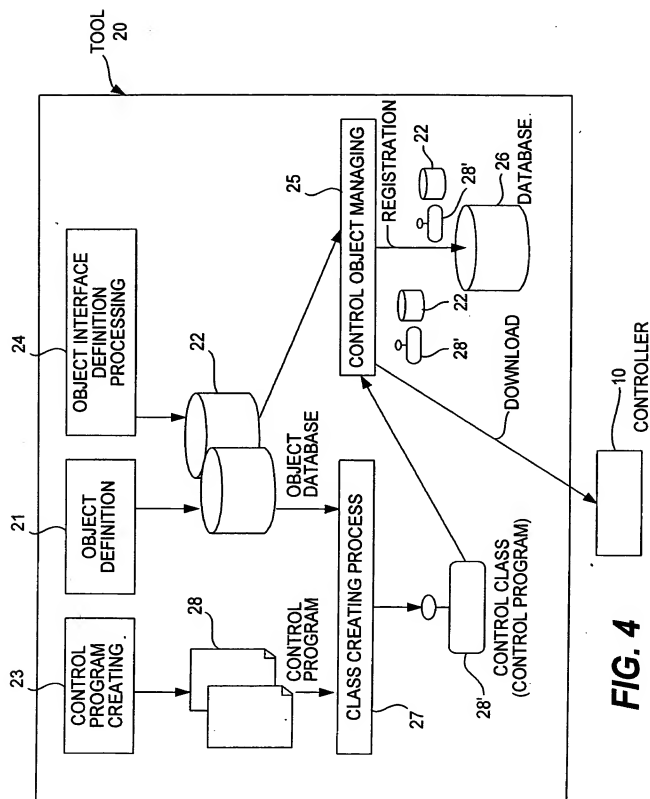
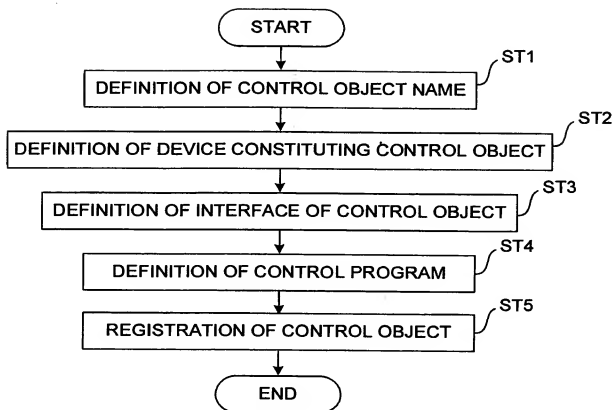
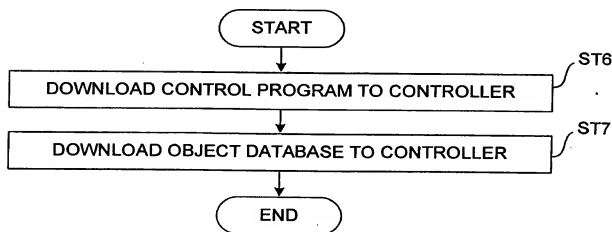
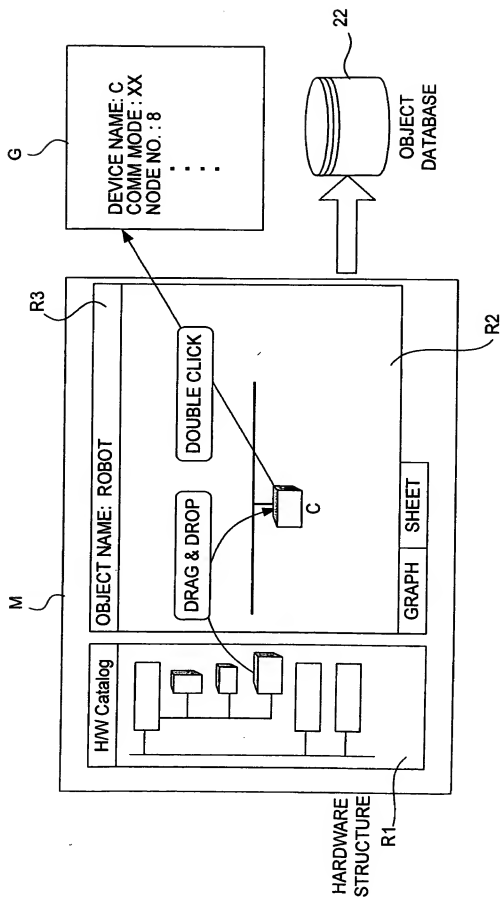


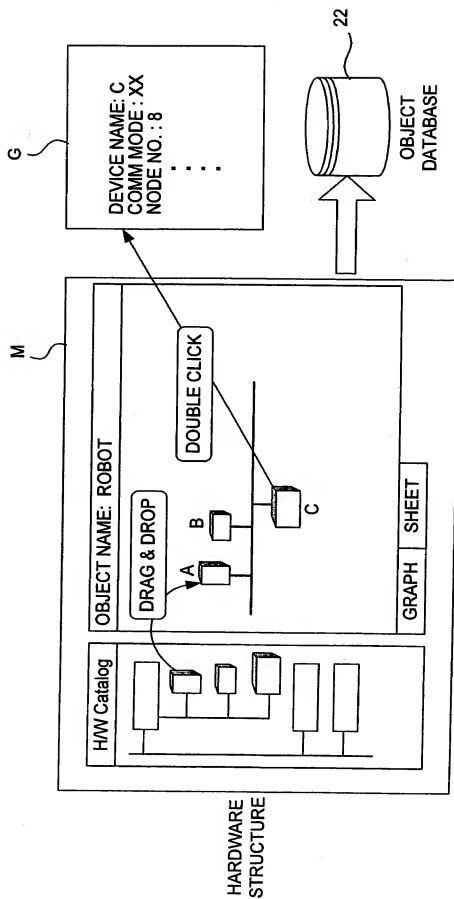
FIG. 2
(PRIOR ART)

**FIG. 3**



**FIG. 5A****FIG. 5B**

**FIG. 6**

**FIG. 7**

```
[Profile]
ObjName= ROBOT

DeviceNum=1
DevName0=C
SerialNo0=
NodeNo0=8 // COMMUNICATION ADDRESS
INSize0=2 //byte
INAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY
OUTSize0=2 //byte
OUTAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY
Communication0=0 // COMMUNICATION MODE
```

FIG. 8

```
BYTE Add_Val(BYTE X, BYTE Y)
{
    BYTE A, B, C
    Get_Attribute("IN_param1", A);
    Get_Attribute("IN_param2", B);
    C=A+B
    Set_Attribute("OUT_param1, C);
    Return C
}
```

FIG. 11

```
ObjName= ROBOT

DeviceNum=3
DevName0=C
SerialNo0=
NodeNo0=8
INSize0=2
INAdr0=
OUTSize0=2
OUTAdr0=
Communication0=0

DevName1=A
SerialNo1=
NodeNo1=3
INSize1=4
INAdr1=
OUTSize1=4
OUTAdr1=
Communication1=0

DevName2=B
SerialNo2=
NodeNo2=1
INSize2=1
INAdr2=
OUTSize2=1
OUTAdr2=
Communication2=0
```

FIG. 9

[Profile]

ObjName= ROBOT

DeviceNum=1

DevName0=C

SerialNo0=

NodeNo0=8 // COMMUNICATION ADDRESS

INSize0=2 // byte

INAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY

OUTSize0=2 // byte

OUTAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY

Communication0=0 // COMMUNICATIONS MODE

[Attribute]

IN_Num=2

ValName0=IN_Param1 // VARIABLE NAME

ValSize0=1 // 1byte // VARIABLE SIZE

Adr0=0/0 // ADDRESS INSIDE CONTROL OBJECT (0 BIT OF 0 CH)

ValName1=IN_Param2 // VARIABLE NAME

ValSize1=1 // byte // VARIABLE SIZE

Adr0=0/8 // ADDRESS INSIDE CONTROL OBJECT (8 BIT OF 0 CH)

OUT_Num=2

ValName0=OUT_Param1

ValSize0=1 // 1byte // VARIABLE SIZE

Adr0=0/0 // ADDRESS INSIDE CONTROL OBJECT (0 BIT OF 0 CH)

ValName1=IN_Param2 // VARIABLE NAME

ValSize1=1 // byte // VARIABLE SIZE

Adr0=0/8 // ADDRESS INSIDE CONTROL OBJECT (8 BIT OF 0 CH)

[SERVICE]

FIG. 10

[Profile]

ObjName= ROBOT

DeviceNum=1

DevName0=C

SerialNo0=

NodeNo0=8 // COMMUNICATION ADDRESS

INSize0=2 // byte

INAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY

OUTSize0=2 // byte

OUTAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY

Communication0=0 // COMMUNICATIONS MODE

[Attribute]

IN_Num=2

ValName0=IN_Param1 // VARIABLE NAME

ValSize0=1 // 1byte // VARIABLE SIZE

Adr0=0/0 // ADDRESS INSIDE CONTROL OBJECT (0 BIT OF 0 CH)

ValName1=IN_Param2 // VARIABLE NAME

ValSize1=1 // byte // VARIABLE SIZE

Adr0=0/8 // ADDRESS INSIDE CONTROL OBJECT (8 BIT OF 0 CH)

OUT_Num=2

ValName0=OUT_Param1

ValSize0=1 // 1byte // VARIABLE SIZE

Adr0=0/0 // ADDRESS INSIDE CONTROL OBJECT (0 BIT OF 0 CH)

ValName1=IN_Param2 // VARIABLE NAME

ValSize1=1 // byte // VARIABLE SIZE

Adr0=0/8 // ADDRESS INSIDE CONTROL OBJECT (8 BIT OF 0 CH)

[SERVICE]

ServiceNum=1

ServiceName0=BYTEAdd_Val([IN]BYTE X[IN]BYTE Y)

FIG. 12

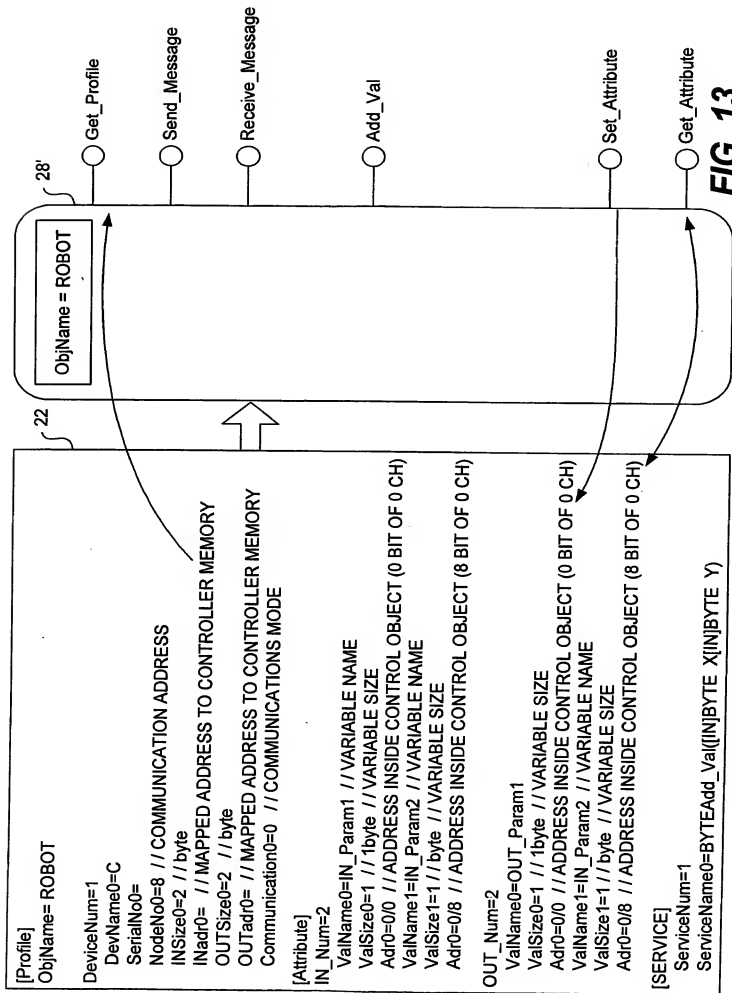


FIG. 13

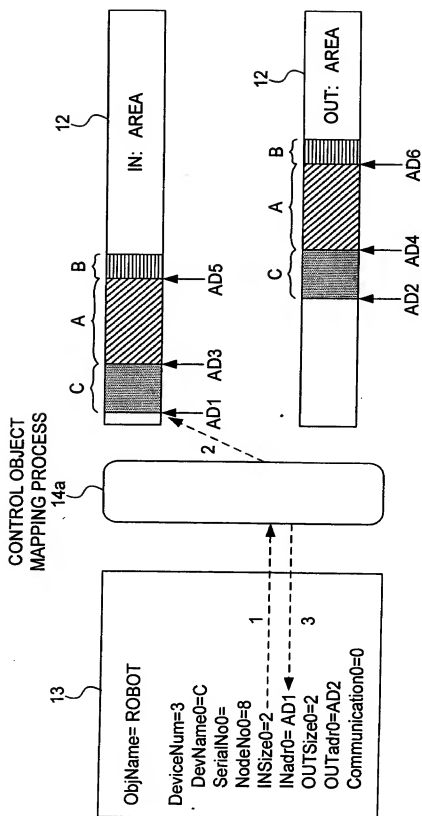


FIG. 14

ObjName= ROBOT

DeviceNum=3

DevName0=C

SerialNo0=SN-01

NodeNo0=8

INSize0=2

INadr0= AD1

OUTSize0=2

OUTadr0=AD2

Communication0=0

DevName1=A

SerialNo1=

NodeNo1=3

INSize1=4

INadr1= AD3

OUTSize1=4

OUTadr1=AD4

Communication1=0

DevName2=B

SerialNo2=

NodeNo2=1

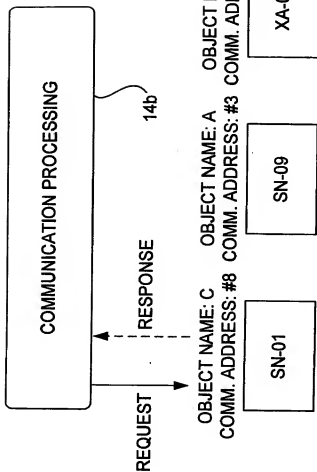
INSize2=1

INadr2= AD5

OUTSize2=1

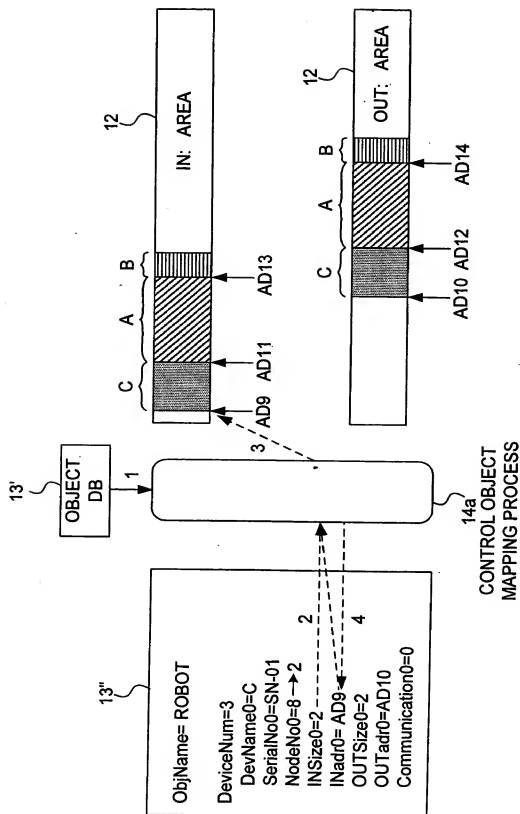
OUTadr2=AD6

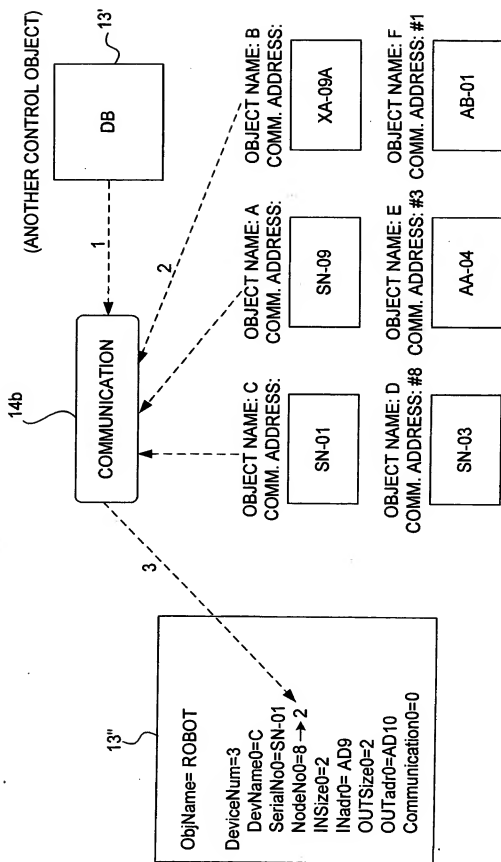
Communication2=0

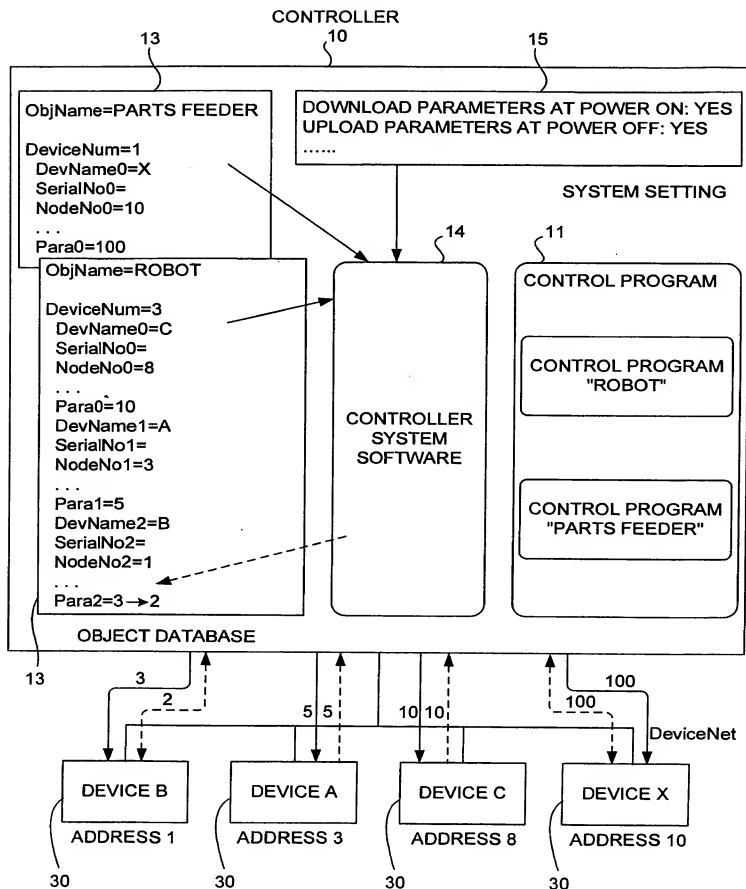


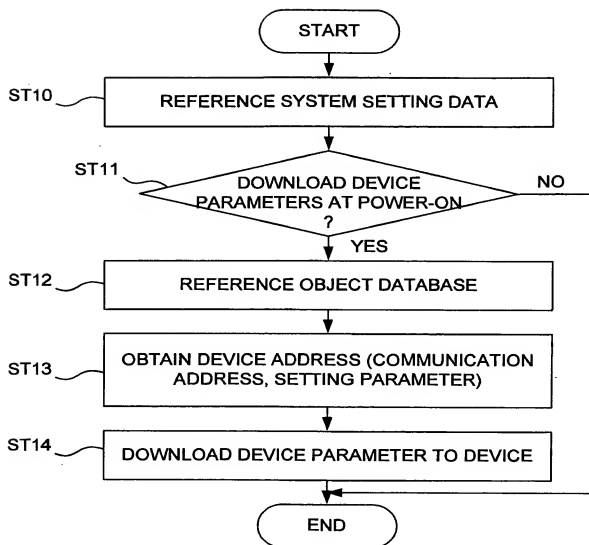
OBJECT NAME: C OBJECT NAME: A OBJECT NAME: B
 COMM. ADDRESS: #8 COMM. ADDRESS: #3 COMM. ADDRESS: #1

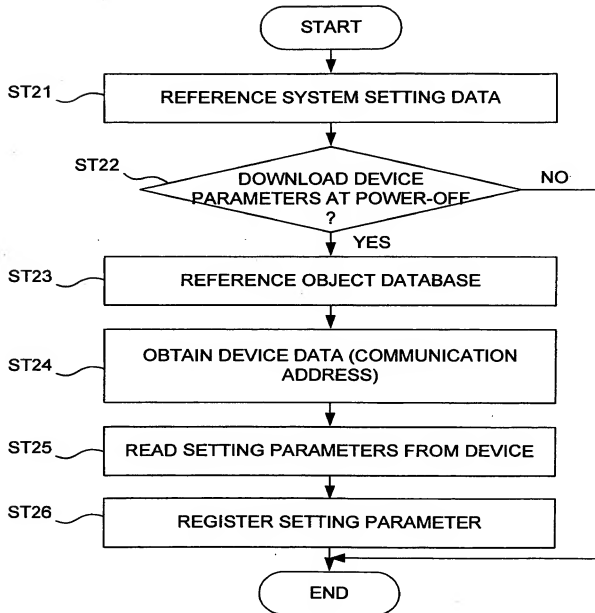
FIG. 16**FIG. 15**

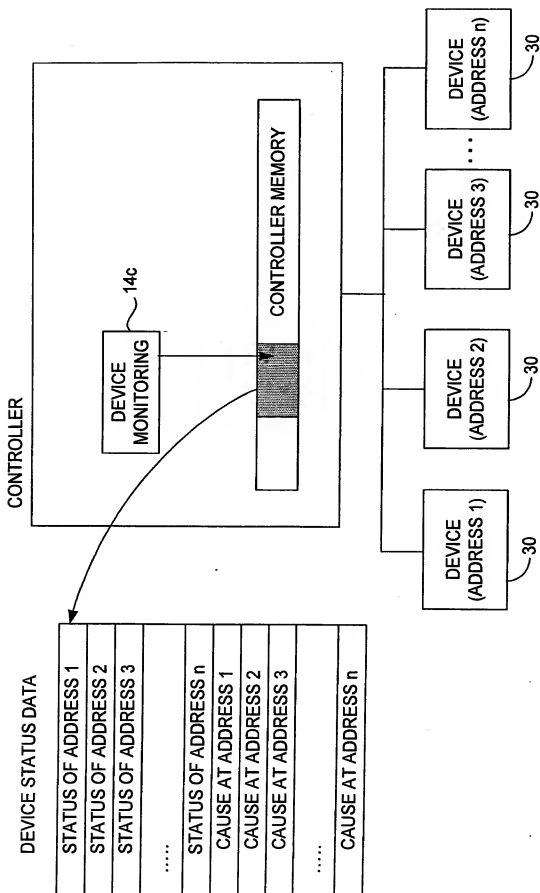
**FIG. 17**

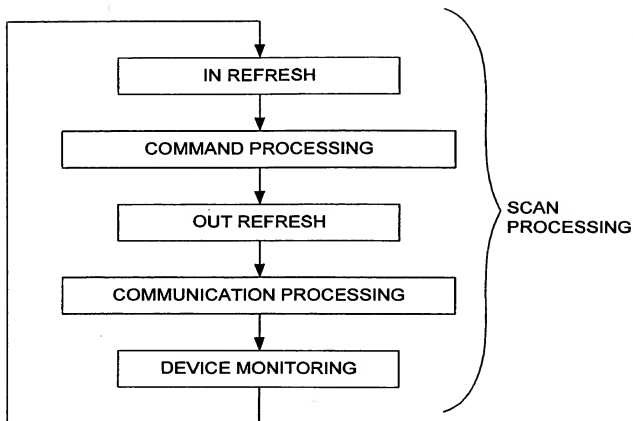
**FIG. 18**

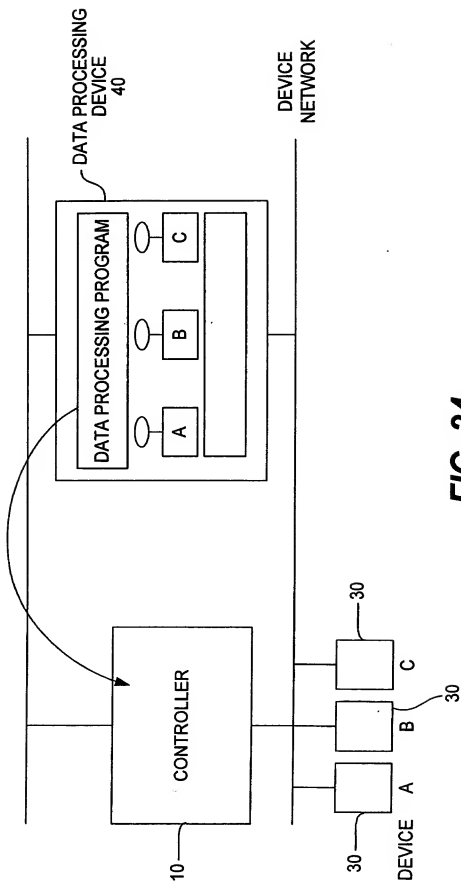


**FIG. 20**

**FIG. 21**

**FIG. 22**

**FIG. 23**

**FIG. 24**